

boatman scout interest badge



Scout's Name: _____ Badge Completed: _____

Badge Requirements	Date Passed
1. Have passed the requirements for the Oarsman Scoutcraft Badge and be prepared to demonstrate those skills. OR Complete all the requirements for the Oarsman Scoutcraft Badge.	
2. Have passed the requirements for the Swimming Scoutcraft Badge and be able to demonstrate those skills. OR Complete all the requirements for the Swimming Scoutcraft Badge.	
3. List the basic gear, including emergency equipment, that should be carried in a pulling boat.	
4. Demonstrate how to load a pulling boat with stores and personnel, and how to trim the boat correctly.	
5. Sketch three types of anchors, label the parts and discuss the advantages and disadvantages of each type.	
6. Explain how to use the Beaufort Wind Scale for determining safe boating conditions.	
7. Know the dangers of and the precautions to be taken against waterborne diseases (bilharzia, Typhoid, Cholera, etc).	
8. Demonstrate the following splices: a. Eye Splice b. Back Splice	
9. As a member of a boat's crew, demonstrate your ability to carry out the following: a. As Stroke: i. Keep an even stroke. ii. Change the pace in response to commands. b. As Crew: i. React promptly to commands. ii. Feather and trail oars correctly. iii. Pull an oar correctly and in time to stroke. iv. Have a working knowledge of all the commands. c. As Bowman: i. Drop and weigh anchor correctly on command. ii. Take depth soundings. iii. Throw a heaving line from Bowman position to land between two markers two metres apart from a distance of approximately ten metres. iv. Pick up a small object from the water. d. As Coxswain: i. Maintain boat discipline. ii. Execute an emergency stop. iii. Approach make fast and cast off from a buoy. iv. Pick up a man overboard from the water. e. Scull 50m using a single oar over the transom.	



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10. In addition to the requirements for the Oarsman Scoutcraft Badge, log at least seven hours of pulling as crew and three hours as coxswain.

OR

Plan, or assist in planning, and complete a journey of not less than six hours in a pulling boat.

Keep a log of the journey.

In both cases the log must be certified by your Troop Scouter.